Basic Fantasy
Role-Playing Game

Beginner's Essentials

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Credits
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INTRODUCTION

Beginner's Essentials provides the essential information beginning players need to quickly create and start playing first level characters in a Basic Fantasy role-playing game. This booklet does *not* provide all of the information necessary to run a Basic Fantasy adventure or campaign. The Game Master should have a copy of the **Basic Fantasy Role-Playing Game Core Rules,** which contains the complete rules. The rulebook can be downloaded for free from **basicfantasy.org**. Once characters reach second level, players will also need to use a copy of the Core Rules. Additionally, Simone Felli's *BFRPG Charts and Tables* supplement is quite useful and also available for free on the Basic Fantasy website.

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CREATING A CHARACTER

First, you will need a pencil, some game dice, and somewhere to record your character's information. You can write up your character simply using a blank sheet of paper or use a Character Record Sheet created for Basic Fantasy. A number of different character sheets can be downloaded and printed from the Basic Fantasy website. For the first-time player, Chris Gonnerman's *BFRPG Standard Character Record Sheet* is a good place to start.

Character Creation Steps

1. Roll 3d6 for each ability score.
2. Write down the bonus / penalty for each score.
3. Choose a race & write in its special abilities.
4. Choose a class & write in its special abilities.
5. Write down the experience points needed to advance to second level.
6. For hit points, roll the hit die for your class and add your Constitution bonus / penalty.
7. Write down your attack bonus of +1. (All characters have +1 at first level.)
8. Write down your saving throw numbers (adjust the figures by your race bonuses / penalties).
9. Roll for your starting money (3d6 X 10 gold pieces).
10. Purchase equipment for your character (check the weapon and armor restrictions for your class and race).
11. Write down your Armor Class, adding your Dexterity bonus / penalty.
12. Fill out your character with a name and background.

Character Abilities (3d6)

Ability	Bonuses
Strength (STR)	• Melee attack rolls. • Damage rolls when using a melee weapon or a thrown weapon (including slings)
Dexterity (DEX)	• Ranged attack rolls (bows, crossbows, throwing axes) • Armor Class (AC) • Initiative die roll
Constitution (CON)	• Add to each Hit Die • Save vs. poison
Intelligence (INT)	• Number of languages the character knows • Save vs illusion • May be useful for remembering spells & research
Wisdom (WIS)	• Some saving throws vs. magical attacks
Charisma (CHA)	• Reaction rolls • Number of retainers a character may hire

Ability Bonus/Penalty

Ability Score	Bonus / Penalty
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Character Races

Dwarves

Ability Requirements	CON 9 or higher, CHA 17 or lower
Classes	Cleric, Fighter, Thief
Hit Die	Any
Weapons	Large weapons require two hands. No 2-handed swords, pole-arms, or longbows.
Special	• Darkvision 60' • Detect new construction, shifting walls, slanting passages, traps w/ 1-2 on d6
Save Bonuses	• +4 vs. Death Ray or Poison • +4 vs. Magic Wands • +4 vs. Paralysis or Petrify • +3 vs. Dragon Breath • +4 vs. Spells
Languages	• Common, Dwarvish • +1 / point of INT bonus
Description	Typically about 4' tall, stocky, lifespan of 300-400 years. Thick hair and beards.

Elves

Ability Requirements	INT 9 or higher, CON 17 or lower
Classes	Any plus Fighter + Magic-User
Hit Die	D6 maximum
Weapons	Large weapons require two hands.
Special	• Darkvision (60' range) • Detect secret doors (1-2 on 1d6; 1 on 1d6 with a cursory look) • Immune to the paralyzing attack of ghouls • Range reduction by one for surprise checks (see **Check for Surprise** below)
Save Bonuses	• +2 vs. Magic Wands • +1 vs. Paralysis or Petrify • +2 vs. Spells
Languages	• Common, Elvish • +1 / point of INT bonus
Description	Typically about 5' tall, slender, 130 lbs. Lifespan of 1200 years or more. Pale with dark hair, pointed ears, little or no facial hair.

Halflings

Ability Requirements	DEX 9 or higher, STR 17 or lower
Classes	Cleric, Fighter, Thief
Hit Die	d6 maximum
Weapons	Must use medium weapons in two hands. Cannot use large weapons.
Special	• +1 attack bonus on ranged weapons • +2 bonus to AC when attacked in melee by creatures larger than man-sized • +1 to initiative die rolls • Hide (10% chance to be detected outdoors, 30% chance to be detected indoors)
Save Bonuses	• +4 vs. Death Ray or Poison • +4 vs. Magic Wands • +4 vs. Paralysis or Petrify • +3 vs. Dragon Breath • +4 vs. Spells
Languages	• Common, Halfling • +1 / point of INT bonus
Description	Typically 3' tall, 60 lbs., with curly hair, no facial hair, lifespan of about 100 years.

Humans

Ability Requirements	No ability score requirements
Classes	Any
Hit Die	Any
Weapons	Large weapons require two hands.
Special	+10% to all earned experience
Save Bonuses	None
Languages	• Common • +1 / point of INT bonus
Description	Average male is typically 6' tall, 175 lbs., and lives about 75 years.

Bonus Languages

The Game Master will have a list of the languages available in his campaign. Players are not required to choose bonus languages when the character is created. They can choose them at some point in the future.

Character Classes

Cleric

Prime Requisite	WIS (Must be 9+)
Hit Dice	D6
Weapons	Blunt weapons only (club, mace, maul, quarterstaff, sling, warhammer)
Armor	Any, shields allowed
XP for 2nd Level	1500
Spells	None at first level
Special	Turn the Undead (*see below*)
Saving Throws at 1st Level	• Death Ray or Poison: 11 • Magic Wands: 12 • Paralysis or Petrify: 14 • Dragon Breath: 16 • Spells: 15

Turn Undead

Clerics may be able to *Turn the undead* or drive away undead monsters by means of faith alone. The Cleric brandishes his or her holy symbol and calls upon the power of his or her divine patron. The player rolls 1d20 and tells the GM the result.

Fighter

Prime Requisite	STR (Must be 9+)
Hit Dice	d8
Weapons	Any
Armor	Any, shields allowed
XP for 2nd Level	2000
Spells	None
Special	None
Saving Throws at 1st Level	• Death Ray or Poison: 12 • Magic Wands: 13 • Paralysis or Petrify: 14 • Dragon Breath: 15 • Spells: 17

Magic-User

Prime Requisite	INT (Must be 9+)
Hit Dice	d4
Weapons	Cudgel, dagger, walking staff
Armor	None
XP for 2nd Level	2500
Spells	1 first level spell (see **Spells** below)
Special	None
Saving Throws at 1st Level	• Death Ray or Poison: 13 • Magic Wands: 14 • Paralysis or Petrify: 13 • Dragon Breath: 16 • Spells: 15

Thief

Prime Requisite	DEX (Must be 9+)
Hit Dice	d4
Weapons	Any
Armor	Leather, no shield
XP for 2nd Level	1250
Spells	None
Special	• Sneak attack (*see below*) • See the **Thieves Abilities** chart below
Saving Throws at 1st Level	• Death Ray or Poison: 13 • Magic Wands: 14 • Paralysis or Petrify: 13 • Dragon Breath: 16 • Spells: 15

Sneak Attack

- +4 attack bonus and does double damage if it is successful. The attack must be a surprise (may require a Move Silently and / or Hide roll).
- Can't be performed on the same opponent more than once in any given combat.
- Can also be performed bare-handed and with the "flat of the blade" (+0 attack bonus and does normal damage). In both cases subduing damage is done.

Thieves Abilities at First Level

Open Locks	25%	Climb Walls	80%
Remove Traps	20%	Hide*	10%
Pick Pockets	30%	Listen	30%
Move Silently	25%		

*Halflings should use the special halfling ability to hide instead, which gives them only a 10% chance of being detected in forested terrain and 30% anywhere else.

GEAR

Monetary values

1 platinum piece (pp)	=	5 gold pieces (gp)
1 gold piece (gp)	=	10 silver pieces (sp)
1 electrum piece (ep)	=	5 silver pieces (sp)
1 silver piece (sp)	=	10 copper pieces (cp)

General Equipment

Item	Cost	Weight
Backpack	4 gp	*
Candles, 12	1 gp	*
Chalk, small bag of pieces	2 gp	*
Clothing, common outfit	4 gp	1
Glass bottle or vial	1 gp	*
Grappling Hook	2 gp	4
Holy Symbol	25 gp	*
Holy Water, per vial	10 gp	*
Iron Spikes, 12	1 gp	1
Ladder, 10 ft.	1 gp	20
Lantern, Hooded	8 gp	2
Map or scroll case	1 gp	½
Mirror, small metal	7 gp	*
Oil (per flask)	1 gp	1
Paper (per sheet)	1 gp	**
Pole, 10' wooden	1 gp	10
Quiver or Bolt case (specify type)	1 gp	1
Rations, Dry, one week	10 gp	14
Rope, Hemp (per 50 ft.)	1 gp	5
Rope, Silk (per 50 ft.)	10 gp	2
Sack, Large	1 gp	*
Sack, Small	5 sp	*
Tent, Large (ten men)	25 gp	20
Tent, Small (one man)	5 gp	10
Thieves' picks and tools	25 gp	1
Tinderbox, flint and steel	3 gp	1
Torches, 6	1 gp	1
Whetstone	1 gp	1
Wineskin/Waterskin	1 gp	2
Winter blanket	1 gp	3
Writing ink (per vial)	8 gp	*

* Ten of these items weigh one pound.
** These items should not be considered for encumbrance unless hundreds are carried.
Note: A Magic-User's first spellbook is provided by his or her master.

Armor and Shields

Armor Type	Cost	Weight	AC
No Armor	0 gp	0	11
Leather Armor	20 gp	15	13
Chain Mail	60 gp	40	15
Plate Mail	300 gp	50	17
Shield	7 gp	5	+1

Tack and Harness

Item	Cost	Weight
Bit and bridle	15 sp	3
Horseshoes & shoeing	1 gp	10
Saddle, Pack	5 gp	15
Saddle, Riding	10 gp	35
Saddlebags, pair	4 gp	7

Beasts of Burden

Animal	Mv	HD	AC	Save as	Attacks	Load (Lt/Hvy)	Cost
Horse, Draft	60'	3	13	Ftr 3	2 hooves, d4 each	350/700	120 gp
Horse, War	60'	3	13	Ftr 3	2 hooves, d6 each	350/700	200 gp
Horse, Riding	80'	2	13	Ftr 2	2 hooves, d4 each	250/500	75 gp
Pony*	40'	1	13	Ftr 1	1 bite, d4	275/550	40 gp
Pony, War*	40'	1	13	Ftr 1	1 bite, d4	275/550	80 gp

* Dwarves and Halflings cannot ride horses.

Load

	Dwarf, Elf, Human		Halfling	
Strength	Light Load	Heavy Load	Light Load	Heavy Load
3	25	60	20	40
4-5	35	90	30	60
6-8	50	120	40	80
9-12	60	150	50	100
13-15	65	165	55	110
16-17	70	180	60	120
18	80	195	65	130

Movement and Encumbrance

Armor Type	Lightly Loaded	Heavily Loaded
No Armor or Magic Leather	40'	30'
Leather Armor or Magic Metal	30'	20'
Metal Armor	20'	10'

Weapons

Weapon	Cost	Size	Weight	Dmg.
Axes				
Hand Axe	4 gp	S	5	1d6
Battle Axe	7 gp	M	7	1d8
Great Axe	14 gp	L	15	1d10
Bows				
Shortbow	25 gp	M	2	
Shortbow Arrow	1 sp		0.1	1d6
Silver*Shortbow Arrow	2 gp		0.1	1d6
Longbow	60 gp	L	3	
Longbow Arrow	2 sp		0.1	1d8
Silver*Longbow Arrow	4 gp		0.1	1d8
Light Crossbow	30 gp	M	7	
Light Quarrel	2 sp		0.1	1d6
Silver*Light Quarrel	5 gp		0.1	1d6
Heavy Crossbow	50 gp	L	14	
Heavy Quarrel	4 sp		0.1	1d8
Silver*Heavy Quarrel	10 gp		0.1	1d8
Daggers				
Dagger	2 gp	S	1	1d4
Silver* Dagger	25 gp	S	1	1d4
Swords				
Shortsword	6 gp	S	3	1d6
Longsword/Scimitar	10 gp	M	4	1d8
Two-Handed Sword	18 gp	L	10	1d10
Hammers and Maces				
Warhammer	4 gp	S	6	1d6
Mace	6 gp	M	10	1d8
Maul	10 gp	L	16	1d10
Other Weapons				
Club/Cudgel/Walking Staff	2 sp	M	1	1d4
Quarterstaff	2 gp	L	4	1d6
Pole Arm	9 gp	L	15	1d10
Sling	1 gp	S	0.1	
Bullet	1 sp		0.1	1d4
Stone	n/a		0.1	1d3
Spear	5 gp	M	5	
Thrown (one handed)				1d6
Melee (one handed)				1d6
Melee (two handed)				1d8

* Silver tip or blade, for use against lycanthropes.

Missile Weapon Ranges

Weapon	Short (+1)	Medium (0)	Long (-2)
Longbow	70	140	210
Shortbow	50	100	150
Heavy Crossbow	80	160	240
Light Crossbow	60	120	180
Dagger	10	20	30
Hammer	10	20	30
Hand Axe	10	20	30
Oil or Holy Water	10	30	50
Sling	30	60	90
Spear	10	20	30

* These ranges are in feet, indoors, or yards, outdoors.

Wilderness Movement Rates

Movement rates in the wilderness are related directly to encounter movement rates. See the table below:

Encounter Movement (Feet per Round)	Wilderness Movement (Miles per Day)
10'	6
20'	12
30'	18
40'	24
50'	30
60'	36
70'	42
80'	48

Naturally, any group traveling together moves at the rate of the slowest member.

The terrain type will alter the rate somewhat, as shown on this table:

Terrain	Adjustment
Jungle, Mountains, Swamp	x1/3
Desert, Forest, Hills	x1/2
Clear, Plains, Trail	x2/3
Road (Paved)	x1

These rates are for 8 hours of travel. Characters may choose to perform a *forced march*, traveling 12 hours per day. If this is done, add an additional 50% to the distance traveled. Each day of forced march performed after the first inflicts 1d6 damage on the characters (and their animals, if any). A save vs. Death Ray with Constitution bonus applied is allowed to avoid this damage, but after this save is failed once, it is not rolled again for that character or creature. A day spent resting "restarts" the progression.

Day to Day Survival

Normal characters must consume one day's worth of rations (or equivalent food) and a minimum of one quart of water per day. Failure to consume enough food does not significantly affect a character for the first two days, but after that he or she loses 1 hit point per day. Furthermore, at that point the character loses the ability to heal wounds normally, though magic will still work. Eating enough food for a day (over the course of about a day, not all at once) restores the ability to heal, and the character will recover lost hit points at the normal rate.

Inadequate water affects characters more swiftly; after a single day without water, the character loses 1d4 hit points, and will lose an additional 1d4 hit points per day thereafter. Healing ability is lost when the first die of damage is rolled.

Normal characters require 6 hours sleep out of every 24. Subtract from this the character's Constitution bonus; so a character with 18 Constitution needs only 3 hours sleep per night (and a character with 3 Constitution needs 9 hours). These figures are minimums; most characters would prefer to sleep two or more hours longer.

Characters who get less than the required amount of sleep suffer a -1 penalty on all attack rolls and saving throws (as well as not healing any hit points). For each additional night where sufficient sleep is not received, the penalty becomes one point worse. Regardless of how long the character has gone without adequate sleep, the normal amount of sleep will remove these penalties.

COMBAT

When the party encounters potential enemies, the time scale shifts from 10-minute-long turns to 10-second-long combat rounds. The phases of combat are:

1. Check for surprise (GM option)
2. Check monster reaction (GM option)
3. Combat cycle

Check for Surprise (GM option)

If applicable, roll 1d6. Characters are usually surprised on a 1-2, or in the case of a well-prepared ambush on a 1-4. Deafened characters are surprised on a 1-3 and blinded characters on a 1-4. Elves are surprised on a 1 normally, 1-2 if deafened, and 1-3 when blinded or in ambushes. Characters who are surprised cannot act in the first combat round, though they can defend themselves and so have normal AC.

(At this point, the GM may also roll for the monster's reaction to the party. See the Core Rules for details.)

Combat Cycle

1. Roll Initiative. Roll 1d6 and add any bonuses or penalties, including DEX bonus, -1 if deafened, and -2 if blinded.

2. Act in initiative order. Characters who have the same initiative number act simultaneously. A character can delay his action until another character acts, acting simultaneously with him/her/it.

On their turn, individuals may move and then attack (in that order), just move, or just attack. An attack ends the character's turn.

Continue this cycle until the combat is resolved.

A character using a weapon with a long reach (spears, for instance) may choose to attack a closing opponent on the closing opponent's number and thus attack simultaneously with the opponent, even if the attacker rolled lower for Initiative.

Combat Movement

(Also see the sections on **Running**, **Charging**, and **Set Weapons Against Charge** below.)

Opponents more than 5' apart may move freely, but once two opposing figures are within 5' of each other, they are "engaged" and must abide by the rules under Defensive Movement, below. In some circumstances two opponents who are within 5' of each other may not realize it, such as when one character successfully sneaks up behind the other. In such a case, the characters are not engaged.

If one side wishes to evade the other, play the evasion and pursuit out as combat actions. Mapping, of course, is impossible while fleeing or pursuing. Any time a character must pass through a doorway, make a hard turn, etc., the GM may require a saving throw vs. Death Ray (with Dexterity bonus added); if the save is failed, the character has fallen at that point and moves no further that round; he or she may stand up and make a full move on his or her Initiative number in the next round.

If at any point the pursuers are within 5' (melee range) at the start of a round, they may begin melee combat; the fleeing characters will be subject to "parting shots" if they continue to flee after the pursuers close to melee range.

If the fleeing characters or creatures are ever able to get beyond the pursuer's sight for a full round, they have evaded pursuit… the pursuers have lost them.

Any time a character turns his or her back on an adjacent opponent (who has a ready weapon) and begins movement, that opponent is allowed a "parting shot" with a +2 bonus to attack, even if that opponent has already made all attacks for the round. Opponents with attack

routines must choose one attack mode; for instance, a tiger with a claw/claw/bite routine could only claw once or bite once.

Alternately, the character may begin backing away (at up to half normal walking movement) while continuing to fight (if the opponent remains within reach, that is, follows the retreating character). This is termed a **fighting withdrawal**. The character must still move first, however.

Running

A running character is not normally allowed to attack (but *see* **Charging** below). Running characters can move at double their normal encounter movement rate for a maximum number of rounds equal to 2 times the character's Constitution, after which they are exhausted and may only walk (at the normal encounter rate). For monsters without a given Constitution, allow the monster to run for 24 rounds. Exhausted characters or creatures must rest for at least a turn before running again.

Charging

Under some circumstances, characters or creatures may be allowed to attack after a running move. This is called a **charge**, and some specific limitations apply. First, the charging character or creature must move at least 10 feet, and may move up to double his or her normal movement rate, as given above. The movement must be in a more or less straight line toward the intended target, and the path to the target must be reasonably clear. Finally, the attacker must be using a weapon such as a spear, lance, or pole arm which is suitable for use while charging. Certain monsters, especially including those with horns, are able to use natural attacks when charging. If the attacker does not have line of sight to the opponent at the start of the charge, that opponent can't be charged.

The attack made after the charge is made at +2 on the attack roll. The charging character or creature takes a -2 penalty to Armor Class for the remainder of the round. If the attack hits, it does double damage.

Set Weapon Against Charge: Spears, pole arms, and certain other piercing weapons deal double damage when "set" (braced against the ground or floor) and used against a charging creature. For this to be done, the character or creature being charged must have equal or better Initiative; this counts as holding an action: both attacker and defender act on the attacker's Initiative number and are therefore simultaneous.

Typical Actions

Standard attack	Move (encounter movement distance) + melee or ranged attack
Run	Move (2 X encounter movement distance)
Charge*	Move (2 X encounter movement distance) + attack (+2 bonus)
Parting shot	Free attack (+2 bonus) vs. opponents turning from the fight
Fighting withdrawal	Move back (half normal walking movement) + melee attack

* -2 penalty to Armor Class for the round

Attack and Defense

The attacker rolls a d20 "to hit" and adds any modifiers, including the +1 Attack Bonus. If the score is equal to or greater than the target's armor class (AC) the attack hits and the attacker rolls damage. A natural "1" on the die roll is always a failure. A natural "20" is always a hit, if the opponent can be hit at all (e.g., monsters that can only be hit by silver or magic weapons cannot be hit by normal weapons, so a natural "20" with a normal weapon will miss).

Attack Bonus / Penalty

Attacking From Behind	+2 (do not combine with the Sneak Attack ability)
Flat of the blade attack	-4 (do half subduing damage)
Punch	+0 (1d3 points subduing damage)
Kick	-2 (1d4 points subduing damage)
Attacker/Defender is invisible	+4 / -4
Attacker/Defender is blinded	-4 / +4
Defender is pinned	+4

Missile Fire

Target distance	Attack bonus / penalty
5' or less	-5 *
Up to short range	+1
Up to medium range	+0
Up to long range	-2
Beyond long range	Cannot be attacked

* If the attacker is behind the target creature and undetected, or that creature is distracted apply +1 bonus (+3 total bonus if attacking from behind)

Cover and Concealment Penalty

Target is	Covered	Concealed
25%	-2	-1
50%	-4	-2
75%	-6	-3
90%	-8	-4

Grenade-Like Missiles Miss Table

(behind)

	0	
7	8	9
5	Target	6
2	3	4
	1	

(in front)

Roll 1d10, and consult the diagram to determine where the missile hit. Each number represents a 10' square area

Oil Grenade-Like Missiles

• Direct hit: 1d8 points of fire damage, plus in the next round an additional 1d8 points of damage, unless the character spends the round extinguishing the flames
• Splash Hit: 1d6 points of fire damage within 5 feet of the point of impact. A save vs. Death Ray is allowed to avoid this damage
• A burning puddle of oil is effective for 10 rounds. Those attempting to cross the burning oil will receive 1d6 points of fire damage each round they are in it.

Holy Water vs. Undead

• Direct hit: 1d8 points damage.
• Splash Hit: 1d6 points of fire damage within 5 feet of the point of impact.
• Effective for 1 round

Missiles That Miss

With the exception of grenade-like missiles, missile weapons which miss the intended target are normally considered lost. However, if the weapon is fired into a melee where allies of the shooter are involved, and the attack misses, it may hit one of the allied creatures. The GM should decide which allies may be hit, and roll attacks against each until a hit is made or all possible targets are exhausted. These attack rolls are made with the shooter's normal attack bonus, just as if he or she intended to attack the allied creature. However, the GM must make these rolls, not the player.

Subduing Damage

Attacks made with the "flat of the blade" for non-lethal damage are made at a -4 attack penalty and do half damage. Most weapons can be used this way; only those with penetration or slashing features on all sides cannot.

Wounds & Healing, Death & Dying

Anyone reduced to zero hit points is (probably) dead. At the GM's discretion, it is possible that a high level cleric could raise the character from the dead, if the character's friends are willing to haul the body to one, and if the cleric is willing. Often a hefty fee or some form of service will be required.

If a character who has taken at least some subduing damage is reduced to zero hit points, the character becomes unconscious rather than dying. (Any further subduing damage is then considered killing damage, allowing the possibility that someone might be beaten to death.) A character knocked out in this way, but not subsequently killed, will wake up with 1 hit point in 1d4 turns, or can be awakened (with 1 hit point) by someone else after 2d10 rounds.

Wounded characters recover 1 hit point of damage every day, provided that normal sleep (6 hours per day, plus / minus Constitution bonus) is possible. Characters who choose full bed rest regain an additional hit point each evening.

Brawling

When a character attacks without a weapon, striking with a fist or foot, it is called brawling. Normal characters do 1d3 points of subduing damage with a punch, 1d4 with a kick; kicks are rolled at a -2 attack penalty. A character in no armor or leather armor cannot successfully punch or kick a character in metal armor, and in fact, if this is attempted the damage is applied to the attacker instead of the defender. The GM must decide which monsters can be successfully attacked this way. All character classes may engage in brawling; there is no "weapon" restriction in this case.

SPELLS

Clerics

Clerics have no spells at first level.

Magic-Users

Magic-Users cast spells through the exercise of knowledge and will. They prepare spells by study of their spellbooks; each Magic-User has his or her own spellbook, containing the magical formulae for each spell the Magic-User has learned, written in a magical script that can only be read by the Magic-User who wrote it, or through the use of a special first-level spell: **read magic**. All Magic-Users begin play with **read magic** as their first spell, and it is so ingrained that a Magic-User can prepare it without a

spellbook. **Read magic** has a range of "touch" and is permanent with respect to any given magical work (spellbook or scroll).

Magic-Users may learn spells by being taught directly by another Magic-User, or by studying another Magic-User's spellbook. If being taught, a spell can be learned in a single day; researching another Magic-User's spellbook takes one day per spell level. Either way, the spell learned must be transcribed into the Magic-User's own spellbook, at a cost of 500 gp per spell level transcribed. A beginning Magic-User starts with a spellbook containing **read magic** and at least one other first-level spell, as determined by the GM, at no cost.

Each day, usually in the morning, Magic-Users must study their spellbooks to prepare spells to replace those they have used. Spells prepared but not used persist from day to day; only those actually cast must be replaced. A spellcaster may always choose to dismiss a prepared spell (without casting it) in order to prepare a different spell of that level.

Spellcasters must have at least one hand free, and be able to speak, in order to cast spells; thus, binding and gagging a spellcaster is an effective means of preventing him or her from casting spells. In combat, casting a spell usually takes the same time as making an attack. If a spellcaster is attacked on the Initiative number on which he or she is casting a spell, the spell is spoiled and lost.

Some spells are reversible; such spells are shown with an asterisk after the name.

First Level Magic-User Spells

1	Charm Person
2	Detect Magic
3	Floating Disc
4	Hold Portal
5	Light*
6	Magic Missile
7	Magic Mouth
8	Protection from Evil*
9	Read Languages
	Read Magic
10	Shield
11	Sleep
12	Ventriloquism

Spell Descriptions

Charm Person
Range: 30'
Magic-User 1   Duration: special

This spell makes a humanoid creature of 4 hit dice or less regard the caster as its trusted friend and ally. Humans and demi-humans may be affected, regardless of level of ability. A save vs. Spells will negate the effect. If the creature is currently being threatened or attacked by the caster or his or her allies, it receives a +5 bonus on its saving throw. The spell does not enable the caster to control the charmed person as if it were an automaton; rather, it perceives his or her words and actions in the most favorable way. The caster can try to give the subject orders, but it will not do anything it wouldn't ordinarily do, and further may receive an additional saving throw to overcome the magic (at the GM's discretion). The caster must speak the target's language to communicate any commands, or else be good at pantomiming; of course, if the caster is attacked, the charmed creature will act to protect its "friend" (though that could mean attacking the caster's enemies, or attempting to carry off the caster to a "safe" place). The target receives a new saving throw each day if it has an Intelligence of 13 or greater, every week if its Intelligence is 9-12, or every month if its Intelligence is 8 or less.

Detect Magic
Range: 60'
Cleric 1, Magic-User 1   Duration: 2 turns

The caster of this spell is able to detect enchanted or enspelled objects or creatures within the given range by sight, seeing them surrounded by a pale glowing light. Only the caster sees the glow. Invisible creatures or objects are not detected by this spell, but the emanations of the invisibility magic will be seen as an amorphous glowing fog, possibly allowing the caster (only) to attack the invisible creature at an attack penalty of only -2.

Floating Disc
Range: 0
Magic-User 1   Duration: 5 turns +1/level

This spell creates an invisible, slightly concave circular plane of force for carrying loads. It is about the size of a shield, being 3 feet in diameter and 1 inch deep at its center. It can hold a maximum of 500 pounds of weight. (Note that water weighs about 8 pounds per gallon.) The disc must be loaded so that the items placed upon it are properly supported, or they will (of course) fall off. For example, the disc can support just over 62 gallons of water, but the water must be in a barrel or other reasonable container that can be placed upon the disc. Similarly, a pile of loose coins will tend to slip and slide about, and some will fall off with every step the caster takes; but a large sack full of coins, properly tied, will remain stable.

The disc floats level to the ground, at about the height of the caster's waist. It remains still when within 10' of the caster, and follows at the caster's movement rate if he or she moves away from it. The floating disc can be pushed as needed to position it but will be dispelled if somehow moved more than 10' from the caster. When the spell duration expires, the disc disappears from existence and drops whatever was supported to the surface beneath.

Hold Portal
Magic-User 1

Range: 100'+10'/level
Duration: 1 round/level

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A **knock** spell or a successful **dispel magic** spell can negate a hold portal spell.

Light*
Cleric 1, Magic-User 1

Range: 120'
Duration: 6 + level turns

This spell creates a light equal to torchlight which illuminates a 30' radius area (and provides dim light for an additional 20') around the target location or object. The effect is immobile if cast into an area, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Reversed, **light** becomes **darkness**, creating an area of darkness just as described above. This darkness blocks out Darkvision and negates mundane light sources.

A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa). Doing so causes both spells to instantly cease, restoring the existing ambient light level.

Either version of this spell may be used to blind an opponent by means of casting it on the target's ocular organs. The target is allowed a saving throw vs. Death Ray to avoid the effect, and if the save is made, the spell does not take effect at all. A **light** or **darkness** spell cast to blind does not have the given area of effect (that is, no light or darkness is shed around the victim).

Magic Missile
Magic-User 1

Range: 100'+10'/level
Duration: instantaneous

This spell causes a missile of magical energy to dart forth from the caster's fingertip and strike its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every three caster levels beyond 1st, an additional missile is fired – two at 4th level, three at 7th, four at 10th, and the maximum of five missiles at 13th level or higher. If the caster fires multiple missiles, he or she can target a single creature or several creatures. A single missile can strike only one creature. Targets must be designated before damage is rolled.

Magic Mouth
Magic-User 1

Range: 30'
Duration: special

This spell imbues the chosen non-living object with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which may be up to three words per caster level long, can be in any language known by the caster and can be delivered over a period of 10 minutes, at any volume from a whisper to a yell. The voice will resemble the caster's, but will not be identical. The mouth cannot use command words or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish level, hit dice, or class except by external garb.

The range limit of a trigger is 10 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 60 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Protection from Evil*
Cleric 1, Magic-User 1

Range: touch
Duration: 1 turn/level

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Note that the definition of "evil" is left to the individual GM to decide.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including charm spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from evil effect ends

before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are "evil" or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Reversed, this spell becomes **protection from good**. It functions in all ways as described above, save that "good" creatures are kept away, rather than "evil" creatures.

Read Languages
Range: 0
Magic-User 1   Duration: special

This spell grants the caster the ability to read almost any written language. It may be cast in one of three modes:

In the first mode, the spell allows the caster to read any number of written works in a variety of languages. This mode lasts for 1 turn per caster level.

In the second mode, the spell allows the caster to read any one book or tome; this mode lasts 3 hours per caster level.

In the third mode, the spell allows the caster to read any one scroll (other than a spell scroll; for instance, a protection scroll or a treasure map); this mode is permanent.

The spell grants the ability to read the texts, but does not in any way hasten the reading nor grant understanding of concepts the caster doesn't otherwise have the ability to understand. Also, for this spell to function, there must be at least one living creature that can read the given language somewhere on the same plane.

Read Magic
Range: 0
Magic-User 1   Duration: permanent

When cast upon any magical text, such as a spellbook or magic-user spell scroll, Read Magic enables the caster to read that text. Casting this spell on a cursed text will generally trigger the curse.

Shield
Range: self
Magic-User 1   Duration: 5 rounds+1/level

Shield creates an invisible, shield-like mobile disk of force that hovers in front of the caster. It negates **magic missile** attacks directed at the caster, and improves the caster's Armor Class by +3 vs. melee attacks and +6 vs. missile weapons. The Armor Class benefits do not apply to attacks originating from behind the caster, but **magic missiles** are warded off from all directions.

Sleep
Range: 90'
Magic-User 1   Duration: 5 rounds/level

This spell puts several creatures of 3 or fewer hit dice into a magical slumber. Creatures of 4 or more hit dice are not affected. The caster chooses a point of origin for the spell (within the given range, of course), and those creatures within 30' of the chosen point may be affected. Each creature in the area of effect is allowed a save vs. Spells to resist the effect.

Ventriloquism
Range: 60'
Magic-User 1   Duration: 1 turn/level

This spell allows the caster to cause his or her voice to sound from someplace else within range, for example, from a dark alcove or statue.

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